

# CROSSCHECK™

A Strategy Crossword Game



# Datasoft®

# GAME INSTRUCTIONS FOR ALL COMPUTERS

Written by Kathi B. Tremblay

## PREPARING TO PLAY

Follow the directions on the Reference Card for loading CROSSCHECK into your computer. Once the game is loaded, you receive a series of prompts (the order in which you see these prompts may vary, depending on your computer.):

*RESTORE A SAVED GAME?* If you have a previously saved game you want to continue, remove the CROSSCHECK disk from the drive and insert your save-game disk. Type Y and press RETURN. Follow the prompts. If you don't want to restore a saved game, leave the CROSSCHECK disk in the drive, type N at the prompt, and press RETURN.

*HOW MANY PLAYERS (1-4)?* Type in the number of players and press RETURN. Type the players' names, as prompted, and press RETURN after each.

*ARE YOU USING A JOYSTICK (Y/N)?\** If you wish to play with a Joystick, type Y and press RETURN. For a keyboard only game, type N and press RETURN.

*INSERT CLUE LIBRARY DISK, IF DESIRED.* To play with the CROSSCHECK game disk, press RETURN. To use a supplemental Clue Library, (purchase separately), remove the game disk and insert the desired Clue Library. Press RETURN.

*PLAY TO A TIME LIMIT, POINT LIMIT, OR TO HOME BASE (T,P,H)?* Make your selection and press RETURN. Option H takes you directly to the game board. If you select T or P, enter the appropriate minutes/points, when prompted. You may select up to 120 minutes or 9999 points for play. **Note:** Selecting the high-end limit for these two options will probably result in a game that takes you all the way through from the Starting Bar to Home Base.

*\* This prompt appears only on the Apple II® CROSSCHECK. It is unnecessary on any other version.*

## GAMEPLAY AND RULES

These instructions assume a Starting Bar to Home Base game (option H, above). Any differences in gameplay for the Time Limit or Points Limit games are discussed under "Strategy."

- Before beginning play, select a dictionary to be the authority in any disputes that may arise regarding synonyms and alternate spellings.
- The CROSSCHECK game board is a diamond with a square in the center. This square has four colored (numbered on the IBM® PC game) Starting Bars. At each corner of the diamond is a Home Base, color-coded (numbered on the IBM PC) to match a Starting Bar. The object of the game is to build an unbroken chain of words connecting your Starting Bar and Home Base. **Note:** *The only winning chain is one that connects the first word you place in the Starting Bar with your Home Base.*

- Press SPACE BAR to stop the die. The amount shown on the die (3-10) determines the number of letters your answer must have. Type the answer to the clue and press RETURN (correct any errors *before* pressing RETURN).

A die amount of 1 allows you to place a block. You may place a block anywhere on the board (see "Strategy" for more details).

Roll 2 and get a free letter. Select whichever letter is most useful to you and place it anywhere on the board (it *must* form a word, wherever it is placed).

### Synonyms:

- If your answer doesn't match the one shown on-screen, you're prompted *IS THIS A SYNONYM?* You may give an answer that is correct, even though it isn't the answer contained in the game. If your answer is correct or is a proper alternate spelling of the correct answer (refer to your dictionary), type Y and press RETURN. If the answer is not a correct one, you lose your turn. Type N and press RETURN.

### Placing Word:

- If you have a correct answer, you may place it on the board (see Reference Card for controls). Your first answer must be placed on your own Starting Bar. Thereafter, place your answer anywhere on the board, provided it forms a valid word wherever it touches or crosses any other word.

#### Correct:

```

      T
ANSWER
 L   E
LIT TLE

```

#### Incorrect:

```

      T
ANSWER
 LIT TLE
 L       E

```

Two-letter words, abbreviations, hyphenated words, proper nouns, and foreign words are allowed, *if* they appear in your dictionary.

If your word crosses one of the diamonds on the game board, you receive an extra turn.

You may place a word forward, backward, rightside-up, or upside-down:

ANSWER	REWSNA	A	R
		N	E
		S	W
		W	S
		E	N
		R	A

### Challenge:

- After a word is placed, there is a prompt to *PRESS RETURN TO CONTINUE*. If the other players feel that the word placed on the board is incorrect, misspelled, or that it doesn't form a valid word with one of the words it crosses, there is a Challenge and no one presses RETURN.

The players must consult a dictionary to determine the validity of the challenged player's answer. If the challenged player is wrong, press CTRL C (CTRL ← [backspace key] on the IBM). The on-screen prompt is *ARE YOU SURE?* Type Y and press RETURN. The incorrect answer is removed from the board, no points are incremented, and the challenged player loses his turn. The game continues with the next player.

### Scoring and Winning:

- When you answer a clue correctly, you receive five (5) points for being correct and one (1) point for each letter in the answer (a seven-letter word nets 12 points).
- Place a block and get one point; place a letter (die roll of 2) and get two points.
- Be the first player to complete a chain from your Starting Bar to Home Base and get a bonus of 100 points.
- With option **T** (Time Limit), you win with the highest score at the end of the time limit.
- The winner of an option **P** (Points Limit) game is the first to reach the pre-set score.
- To win an option **H** (Home Base) game, you must be the first to form an unbroken chain between the first word in your Starting Bar and Home Base.
- Once the computer has declared a winner in any game, it returns you to the game board. You may continue playing (if you wish to determine second and third place winners) or begin a new game.

## Strategy:

- When playing a Points Limit or Time Limit game, the object is to accumulate more points than your opponent. Try to gauge the on-screen die to give yourself the longest word possible (the longer the word, the more points you receive for a correct answer). Another good method for gaining points is to try for shorter, easier-to-answer words. This way, you may be able to get ahead by answering correctly more often than your opponent.
- When placing words, you can always connect your answer to any other word on the board. You aren't restricted to building off your own words. As a matter of fact, you don't have to connect your words to any other words at all! Place a word anywhere on the board that has enough empty squares to hold it. In a Time Limit or Points Limit game, it isn't necessary to *ever* connect words, as long as there is enough space on the board. But remember, the first player to complete a chain gets a 100 point bonus.
- The more words there are on the board, the more difficult it is for anyone to place answers. It's important to plan ahead as you place words, blocks, and letters. You want to make things difficult for your opponent, but open the way for yourself. Just remember, your opponent is doing the same thing!
- If you can't find a good spot to place a word, you may Pass. Passing can be a good move when the board becomes very crowded and you want to be sure you can build off any words you place. When you Pass, your word does not appear on the game board and you do not receive any points for it, so it may not be good strategy in a Points Limit or Time Limit game.
- If you aren't sure where your words or your opponent's are located on the board, switch to the Overview (see Reference Card). The Overview shows the entire board, with solid lines indicating the positions of all the words.
- In a Starting Bar to Home Base game, blocking can be a crucial move. If your opponent is successful in building a long chain of words, a strategically placed block can cause him to be unable to conveniently connect more words to that chain. Placing a free letter, (sometimes, even an answer!) in an opponent's chain can have the same effect.
- You have several options in forming a chain. You can join words together from the Starting Bar down, from Home Base up, or place them anywhere you like and join them whenever you see the opportunity. The method you use depends on your own skill and perspective and the skill of your opponents.

**COMING SOON FROM**

**Datasoft®**

**CROSSCHECK™ CLUE LIBRARIES**

The Adult Clue Library #1 and Children's Clue Library supplements to your CROSSCHECK game will add many more hours of fun for you and your family. Available for Atari 8-bit, Commodore 64/128, IBM PC, and Apple II at \$14.95 each.

**MIND PURSUIT™**

CROSSCHECK fans will also enjoy another mentally stimulating game from Datasoft - MIND PURSUIT. Three difficulty levels and an animated game-board option make this new game fun for children, yet challenging for adults. Up to four individuals or teams can play, making this a game the whole family can enjoy. Available for Commodore 64/128 and Apple II at \$29.95 with a \$14.95 supplemental Question Disk.

**221 B BAKER STREET™**

For a thought-provoking change of pace, try 221 B BAKER STREET. Join forces with Sherlock Holmes, travel the streets and alleys of Victorian London, and gather clues that will lead to the solution of some of the most intriguing cases ever faced by the famous detective and his sidekick, Dr. Watson. This \$29.95 adventure-strategy game, complete with 30 cases (additional 30-case disks available at \$14.95), is designed for 1 - 4 players on the Commodore 64/128, Apple II series, and Atari 8-bit computers

**. . . WE CHALLENGE YOU!™**

**Datasoft®**

19808 Nordhoff Place, Chatsworth, CA 91311 (818) 886-5922

Crosscheck is a trademark owned by and used under license from TSR, Inc.  
Computer version developed by XEL-HA Associates  
in association with IntelliCreations, Inc.

Datasoft is a registered trademark of IntelliCreations, Inc.

221 B BAKER STREET is a trademark of the John N. Hansen Company, Inc.  
MIND PURSUIT and the slogan DATASOFT . . . WE CHALLENGE YOU  
are trademarks of IntelliCreations, Inc.

Apple II is a registered trademark of Apple Computer, Inc.

IBM is a registered trademark of International Business Machines, Inc.  
Commodore 64/128 is a trademark of Commodore Business Machines, Inc.

Atari is a registered trademark of Atari Computer, Inc.

©1986 IntelliCreations, Inc. All rights reserved. Printed in USA.